

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 1997

Application or Docket Number

08/945249

CLAIMS AS FILED - PART I

(Column 1)

(Column 2)

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	6 minus 20 =	-
INDEPENDENT CLAIMS	4 minus 3 =	1
MULTIPLE DEPENDENT CLAIM PRESENT		

SMALL ENTITY TYPE ☐

RATE	FEE
	395.00
x\$11=	
x41=	
+135=	
TOTAL	

OR

OTHER THAN SMALL ENTITY

RATE	FEE
	730 790.00
x\$22=	
x82=	82
+270=	
TOTAL	1012

* If the difference in column 1 is less than zero, enter "0" in column 2

BEST AVAILABLE COPY

CLAIMS AS AMENDED - PART II

(Column 1)

(Column 2)

(Column 3)

AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
Total	6	Minus	20	=	-
Independent	1	Minus	4	=	-
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

SMALL ENTITY

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL	
ADDITIONAL FEE	

OR

OTHER THAN SMALL ENTITY

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL	
ADDITIONAL FEE	

AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
Total	*	Minus	**	=	
Independent	*	Minus	***	=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL	
ADDITIONAL FEE	

OR

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL	
ADDITIONAL FEE	

AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
Total	*	Minus	**	=	
Independent	*	Minus	***	=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL	
ADDITIONAL FEE	

OR

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL	
ADDITIONAL FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
 ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."
 *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."
 The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.